

## **Westminster Major League Rules**

### **Revision 2022-04-05**

The Major's Division is for players of ages 11 or 12 with birthdate cutoff of April 1.

The Major's Division is played on a diamond with 70ft bases and 50ft mound. Any variation of this field size shall be announced prior to a game being scheduled or field being assigned.

#### **Game Length:**

- Single games shall be 6 inning games with no new inning starting after 2 hours and 15 minutes "drop dead" after 2 hour 30 minutes.
- A game is deemed complete after 4 innings of play or 4 innings with visitor at bat complete and home team leading. Each subsequent inning played must be completed with both visitor/home batting. If inning is not completed the game score will revert to the last complete inning played.
- The final inning may be an inning prior to the 6th inning if determined by both coaches and the umpire that reaching the "no new inning" time limit or darkness is eminent. This must be decided by both coaches and the umpire prior to the start of a new full inning.
- For the regular season if a game is tied at the end of regulation play the game will be recorded as a tie. No extra innings will be played. In the End of Season Tournament, extra innings will be played until a winner is determined.
- The report of any lightning strike(s) will incur a 20-minute game delay. Game will be resumed with no additional strikes reported within the 20-minute delay period.

#### **Scoring:**

- Maximum of 6 runs per inning for innings 1-4. Unlimited runs can be scored for innings beyond the 4<sup>th</sup> inning.
- Mercy rule is 15 runs after 4 innings and 12 after 5 innings
- Coaches must use a scorebook. Each coach must sign the opposing team scorebook to ensure score and player pitch count.
- Winning coach enters game score on league website and provides player pitch counts for both teams.

#### **Equipment:**

- Bats must be stamped with USA or BPF1.15 stamp. Bats may not be damaged in any way.
- Cleats must be rubber or plastic molded (no metal).
- Protective Cups must always be worn.
- Pitchers
  - may not wear apparel with white on either arm other than the standard issued uniform (ex: long sleeves, batting glove, wrist band)
  - may only wear prescription glasses, including prescription sunglasses, without a mirrored or highly reflective lens
- Game balls are provided by the home team.

## Fielding

- Maximum 9 players on the field. Player defensive shifts are allowed.
- Teams may start play with 8 players. Any additional player(s) added after the first pitch of the game will be placed at the bottom of the batting order and are not guaranteed any playing time in the field.
- Required field playing time is ½ of the game (3 defensive innings), coaches need to be aware of player playing time with regards to games ending due to mercy rule or darkness.

## Pitching:

- Use of 50ft mound.
- Pitchers are limited to 70 pitches per outing. If a pitcher reaches 70 pitches during a batter the pitcher may finish pitching to that batter. Warm-up pitches do not count toward the pitch count. Each team is responsible for tracking the pitch count and innings pitched of their pitchers as well as their opponent's pitchers. It is recommended that the scorekeepers verify the pitch counts after every full inning. If there is a discrepancy between the two counts, the home team's book will be the count of record.
- If a pitcher throws 1 pitch in an inning, it counts as an inning pitched.
- If a pitcher pitches in 1 or 2 complete or partial innings, the pitcher is required 1 complete day of rest before pitching again (ex: pitches Thursday, is eligible to pitch again on Saturday)
- If a pitcher pitches in 3 or more innings in a game, the pitcher must have 3 complete days of rest before pitching again (ex: pitches Thursday, is eligible to pitch again on Monday)
- If a pitcher reaches the maximum pitch count of 70 pitches, regardless of the number of innings pitched, the pitcher must have 4 complete days of rest before pitching again (ex: pitches Thursday, is eligible to pitch again on Tuesday)
- Pitchers are limited to a maximum of 140 pitches during the calendar week of Sunday-Saturday.
- Two balk warnings per pitcher per game. Coaches can decide to modify this at the pregame ground rules meeting with the umpire as long as it is mutually agreeable to both coaches.
- Hit Batsmen (HBP)- If a pitcher has 2 Hit Batsmen in an inning or reaches 3 for the game the pitcher must be removed from the game.
- 2 mound visits per pitcher per game, upon the 2nd mound visit, the pitcher must be removed.
- No player is allowed re-entry as a pitcher if they have already pitched an inning previously in the game.

## Batting:

- All players must bat and are included in the batting lineup (running batting order) with unlimited player substitution in the field throughout the game.
- All players must stay in the same batting order throughout the game.
- If a player needs to leave a game because of injury, sickness, or school/religious related function...no penalty is assessed to the player's team. The player's spot in the line-up is simply skipped over.
- Bunting is allowed. 'Fake' bunting (assuming bunt position and pulling back to swing) is NOT allowed. 1<sup>st</sup> attempt (successful/unsuccessful) will result in a warning issued. 2<sup>nd</sup> attempt (successful/unsuccessful) will result in player ejection.
- Infield fly rule is in effect and at the sole discretion of the umpire.
- There is no dropped 3<sup>rd</sup> strike. 3<sup>rd</sup> strike called or swinging will end the at bat with a recorded out.

**Base Running:**

- Leading and stealing are allowed. There is no “straight stealing” of home – stealing on the delivery of a pitch.
- “Head First” sliding is not allowed. Runners are OUT when “head first” sliding into a base.
- Runners may return to a base “head first”.
- Runners are not forced to slide BUT must avoid malicious contact with fielders and interference of fielders. Results of runner contact with a fielder or interference of a fielder will be the sole discretion of the umpire.
- Pinch running for catcher or pitcher with 2 outs is encouraged, pinch runner must be player who made the last out.

**Umpires:**

- ONLY Managers (or the Managers designee in a Managers absence) shall meet with umpires during the game. All questions for umpires, concerns about calls, etc., shall be conducted by the Manager.
- The umpire fee (\$70.00/game) is paid for by the home team.
- Umpire and opposing coach should be contacted no later than 2 hours prior to game time if game is to be postponed. This is the sole responsibility of the home team.